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☐	L2	message same (maximum or limit$) near3 (length or capacity or character or size)	9139
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1 A survey of rollback-recovery protocols in message-passing systems
E. N. (Mootaz) Elnozahy, Lorenzo Alvisi, Yi-Min Wang, David B. Johnson
September 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 3
Publisher: ACM Press
Full text available: pdf(549.68 KB) Additional Information: full citation, abstract, references, citings, index terms, review

This survey covers rollback-recovery techniques that do not require special language constructs. In the first part of the survey we classify rollback-recovery protocols into *checkpoint-based* and *log-based. Checkpoint-based* protocols rely solely on checkpointing for system state restoration. Checkpointing can be coordinated, uncoordinated, or communication-induced. *Log-based* protocols combine checkpointing with logging of nondeterministic events, encoded in tuples call ...

Keywords: message logging, rollback-recovery

2 Using the Alfa-1 simulated processor for educational purposes
Gabriel A. Wainer, Sergio Daicz, Luis F. De Simoni, Demian Wassermann
December 2001 **Journal on Educational Resources in Computing (JERIC)**, Volume 1 Issue 4
Publisher: ACM Press
Full text available: pdf(238.65 KB) Additional Information: full citation, abstract, references, index terms

Alfa-1 is a simulated computer designed for computer organization courses. Alfa-1 and its accompanying toolkit allow students to acquire practical insights into developing hardware by extending existing components. The DEVS formalism is used to model individual components and to integrate them into a hierarchy that describes the detailed behavior of different levels of a computer's architecture. We introduce Alfa-1 and the toolkit, show how to extend existing components, and describe how ...

Keywords: DEVS formalism, modeling computer architectures, systems specification

3 A survey of peer-to-peer content distribution technologies
Stephanos Androutsellis-Theotokis, Diomidis Spinellis
December 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 4

Publisher: ACM Press

Full text available: pdf(517.77 KB) Additional Information: full citation, abstract, references, citings, index terms

Distributed computer architectures labeled "peer-to-peer" are designed for the sharing of computer resources (content, storage, CPU cycles) by direct exchange, rather than requiring the intermediation or support of a centralized server or authority. Peer-to-peer architectures are characterized by their ability to adapt to failures and accommodate transient populations of nodes while maintaining acceptable connectivity and performance.Content distribution is an important peer-to-peer application ...

Keywords: Content distribution, DHT, DOLR, grid computing, p2p, peer-to-peer

4 The state of the art in locally distributed Web-server systems

Valeria Cardellini, Emiliano Casalicchio, Michele Colajanni, Philip S. Yu
June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2

Publisher: ACM Press

Full text available: pdf(1.41 MB) Additional Information: full citation, abstract, references, citings, index terms

The overall increase in traffic on the World Wide Web is augmenting user-perceived response times from popular Web sites, especially in conjunction with special events. System platforms that do not replicate information content cannot provide the needed scalability to handle large traffic volumes and to match rapid and dramatic changes in the number of clients. The need to improve the performance of Web-based services has produced a variety of novel content delivery architectures. This article w ...

Keywords: Client/server, World Wide Web, cluster-based architectures, dispatching algorithms, distributed systems, load balancing, routing mechanisms

5 The consensus problem in fault-tolerant computing

Michael Barborak, Anton Dahbura, Minoslaw Malek
June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2

Publisher: ACM Press

Full text available: pdf(4.80 MB) Additional Information: full citation, references, citings, index terms

Keywords: Byzantine agreement, consensus problem, decision theory, processor membership, system diagnosis

6 Models and languages for parallel computation

David B. Skillicorn, Domenico Talia
June 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 2

Publisher: ACM Press

Full text available: pdf(298.05 KB) Additional Information: full citation, abstract, references, citings, index terms

We survey parallel programming models and languages using six criteria to assess their suitability for realistic portable parallel programming. We argue that an ideal model should by easy to program, should have a software development methodology, should be architecture-independent, should be easy to understand, should guarantee performance, and should provide accurate information about the cost of programs. These criteria reflect our belief that developments in parallelism must be driven b ...

Keywords: general-purpose parallel computation, logic programming languages, object-oriented languages, parallel programming languages, parallel programming models, software development methods, taxonomy

7 Distributed operating systems

Andrew S. Tanenbaum, Robbert Van Renesse
December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4
Publisher: ACM Press

Full text available: pdf(5.49 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Distributed operating systems have many aspects in common with centralized ones, but they also differ in certain ways. This paper is intended as an introduction to distributed operating systems, and especially to current university research about them. After a discussion of what constitutes a distributed operating system and how it is distinguished from a computer network, various key design issues are discussed. Then several examples of current research projects are examined in some detail ...

8 Spoken dialogue technology: enabling the conversational user interface

Michael F. McTear
March 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 1
Publisher: ACM Press

Full text available: pdf(987.69 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Spoken dialogue systems allow users to interact with computer-based applications such as databases and expert systems by using natural spoken language. The origins of spoken dialogue systems can be traced back to Artificial Intelligence research in the 1950s concerned with developing conversational interfaces. However, it is only within the last decade or so, with major advances in speech technology, that large-scale working systems have been developed and, in some cases, introduced into commerc ...

Keywords: Dialogue management, human computer interaction, language generation, language understanding, speech recognition, speech synthesis

9 Animation of computer networking concepts

Mark A. Holliday
June 2003 **Journal on Educational Resources in Computing (JERIC)**, Volume 3 Issue 2
Publisher: ACM Press

Full text available: pdf(298.46 KB) Additional Information: full citation, abstract, references, index terms

A number of the key concepts in the design of computer networks lend themselves to illustration through animation. Animation can make the main features of these concepts accessible to the beginning undergraduate student as well as to more advanced students. We have identified six of these networking concepts: packet encapsulation; packet fragmentation; error control; media access in Ethernet local-area networks; domain name resolution; and the hypertext transfer protocol. We developed Java apple ...

Keywords: CSMA/CD, Java applets, Protocol stack, Selective Repeat, encapsulation, error control, fragmentation, hypertext transfer protocol., media access, name resolution

10 A CORBA cooperative cache approach with popularity admission and routing

mechanism
Zahir Tari, Herry Hamidjadja
January 2002 **Australian Computer Science Communications , Proceedings of the 13th Australasian database conference - Volume 5 ADC '02**, Volume 24 Issue 2
Publisher: Australian Computer Society, Inc., IEEE Computer Society Press
Full text available: pdf(1.20 MB) Additional Information: full citation, abstract, references, index terms

For many distributed data intensive applications, the default remote access to CORBA objects is often not acceptable because of performance degradation. Caching enables clients to invoke operations locally on distributed objects instead of through remote servers. Existing CORBA caching approaches are extension of well-known database and/or WWW techniques to deal with the specific architectural aspects of CORBA systems. As users (of distributed applications) always use the same distributed object ...

Keywords: caching, cooperative caching, distributed objects, performance

11 A taxonomy of Data Grids for distributed data sharing, management, and processing
Srikumar Venugopal, Rajkumar Buyya, Kotagiri Ramamohanarao
June 2006 **ACM Computing Surveys (CSUR)**, Volume 38 Issue 1
Publisher: ACM Press
Full text available: pdf(1.70 MB) Additional Information: full citation, abstract, references, index terms

Data Grids have been adopted as the next generation platform by many scientific communities that need to share, access, transport, process, and manage large data collections distributed worldwide. They combine high-end computing technologies with high-performance networking and wide-area storage management techniques. In this article, we discuss the key concepts behind Data Grids and compare them with other data sharing and distribution paradigms such as content delivery networks, peer-to-peer n ...

Keywords: Grid computing, data-intensive applications, replica management, virtual organizations

12 Experience Using Multiprocessor Systems—A Status Report
Anita K. Jones, Peter Schwarz
June 1980 **ACM Computing Surveys (CSUR)**, Volume 12 Issue 2
Publisher: ACM Press
Full text available: pdf(4.48 MB) Additional Information: full citation, references, citings, index terms

13 Verification techniques for cache coherence protocols
Fong Pong, Michel Dubois
March 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 1
Publisher: ACM Press
Full text available: pdf(1.25 MB) Additional Information: full citation, abstract, references, citings, index terms

In this article we present a comprehensive survey of various approaches for the verification of cache coherence protocols based on state enumeration, (symbolic model checking, and symbolic state models. Since these techniques search the state space of the protocol exhaustively, the amount of memory required to manipulate that state information and the verification time grow very fast with the number of processors and the complexity of the protocol mechanism ...

Keywords: cache coherence, finite state machine, protocol verification, shared-memory

multiprocessors, state representation and expansion

14 Client-server computing in mobile environments

Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid
June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2
Publisher: ACM Press

Full text available: pdf(233.31 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services regardless of their physical location or movement behavior. In the meantime, research addressing information access in mobile environments has proliferated. In this survey, we provide a concrete framework and categorization of the various way ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile compuing, mobile data, mobility awareness, survey, system application

15 Programming languages for distributed computing systems

Henri E. Bal, Jennifer G. Steiner, Andrew S. Tanenbaum
September 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 3
Publisher: ACM Press

Full text available: pdf(6.50 MB) Additional Information: full citation, abstract, references, citings, index terms, review

When distributed systems first appeared, they were programmed in traditional sequential languages, usually with the addition of a few library procedures for sending and receiving messages. As distributed applications became more commonplace and more sophisticated, this ad hoc approach became less satisfactory. Researchers all over the world began designing new programming languages specifically for implementing distributed applications. These languages and their history, their underlying pr ...

16 Replication for web hosting systems

Swaminathan Sivasubramanian, Michal Szymaniak, Guillaume Pierre, Maarten van Steen
September 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 3
Publisher: ACM Press

Full text available: pdf(374.99 KB) Additional Information: full citation, abstract, references, citings, index terms

Replication is a well-known technique to improve the accessibility of Web sites. It generally offers reduced client latencies and increases a site's availability. However, applying replication techniques is not trivial, and various Content Delivery Networks (CDNs) have been created to facilitate replication for digital content providers. The success of these CDNs has triggered further research efforts into developing advanced Web replica hosting systems. These are systems that ...

Keywords: Web replication, content delivery networks

17 Inverted files for text search engines

Justin Zobel, Alistair Moffat
July 2006 **ACM Computing Surveys (CSUR)**, Volume 38 Issue 2

Publisher: ACM Press
Full text available: pdf(944.29 KB) Additional Information: full citation, abstract, references, index terms

The technology underlying text search engines has advanced dramatically in the past decade. The development of a family of new index representations has led to a wide range of innovations in index storage, index construction, and query evaluation. While some of these developments have been consolidated in textbooks, many specific techniques are not widely known or the textbook descriptions are out of date. In this tutorial, we introduce the key techniques in the area, describing both a core impl ...

Keywords: Inverted file indexing, Web search engine, document database, information retrieval, text retrieval

18 Power reduction techniques for microprocessor systems
Vasanth Venkatachalam, Michael Franz
September 2005 **ACM Computing Surveys (CSUR)**, Volume 37 Issue 3
Publisher: ACM Press
Full text available: pdf(602.33 KB) Additional Information: full citation, abstract, references, index terms

Power consumption is a major factor that limits the performance of computers. We survey the "state of the art" in techniques that reduce the total power consumed by a microprocessor system over time. These techniques are applied at various levels ranging from circuits to architectures, architectures to system software, and system software to applications. They also include holistic approaches that will become more important over the next decade. We conclude that power management is a ...

Keywords: Energy dissipation, power reduction

19 A survey of processors with explicit multithreading
Theo Ungerer, Borut Robič, Jurij Šilc
March 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 1
Publisher: ACM Press
Full text available: pdf(920.16 KB) Additional Information: full citation, abstract, references, citings, index terms

Hardware multithreading is becoming a generally applied technique in the next generation of microprocessors. Several multithreaded processors are announced by industry or already into production in the areas of high-performance microprocessors, media, and network processors.A multithreaded processor is able to pursue two or more threads of control in parallel within the processor pipeline. The contexts of two or more threads of control are often stored in separate on-chip register sets. Unused i ...

Keywords: Blocked multithreading, interleaved multithreading, simultaneous multithreading

20 Algorithms and data structures for flash memories
Eran Gal, Sivan Toledo
June 2005 **ACM Computing Surveys (CSUR)**, Volume 37 Issue 2
Publisher: ACM Press
Full text available: pdf(343.39 KB) Additional Information: full citation, abstract, references, citings, index terms

Flash memory is a type of electrically-erasable programmable read-only memory (EEPROM). Because flash memories are nonvolatile and relatively dense, they are now

used to store files and other persistent objects in handheld computers, mobile phones, digital cameras, portable music players, and many other computer systems in which magnetic disks are inappropriate. Flash, like earlier EEPROM devices, suffers from two limitations. First, bits can only be cleared by erasing a large block of memory. S ...

Keywords: EEPROM memory, Flash memory, wear leveling

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